



CITY OF TEMPE COMMUNITY SERVICES - RECREATION ADULT INDOOR VOLLEYBALL LEAGUE

FALL WINTER SPRING SUMMER

Entry Fee: **\$325.00 Regular Registration Fee** - The entry fee pays for officials, gym supervisor, volleyballs and awards. **Checks, cash or Credit Cards are accepted. Personal checks, company checks, cashier's checks, or money orders must be made payable to the CITY OF TEMPE. Once the team registers, NO REFUNDS are available unless the league is canceled.** Registration is for whole teams only. No individual registration will be taken.

**League
Schedule:**

A) Two (2) eight-team divisions will be scheduled:

Co-Rec B: Low to moderate competition and low to average skill level. One league will be offered. This league will play on Wednesday evenings.
6 Player
(59826)

Women's A: Moderate to high competition and average to high average skill level. This league will play on Tuesday evenings.
6 player
(59825)

B) All leagues will play a round-robin schedule.

C) ***The City of Tempe reserves the right to schedule City activities during any season and does not guarantee games will be played in a consecutive format.***

**Game Days
and Times:**

Games will be played on Tuesday or Wednesday evenings at 6:30, 7:30, 8:30, and 9:30 p.m. at the Kiwanis Recreation Center, 6111 S. All-America Way.

Rosters:

Roster Eligibility. Players must be 18 years of age to participate. Rosters (a maximum of 14 and a minimum of 6) **MUST** be **TURNUED** **IN AT REGISTRATION.** **After registration roster changes need to be made with the gym supervisor and the following rules will apply:**

- 1) Any player may be **deleted** from a roster.
- 2) Residency requirements are used to determine eligibility for early registration. There are no residency requirements for players at this time.

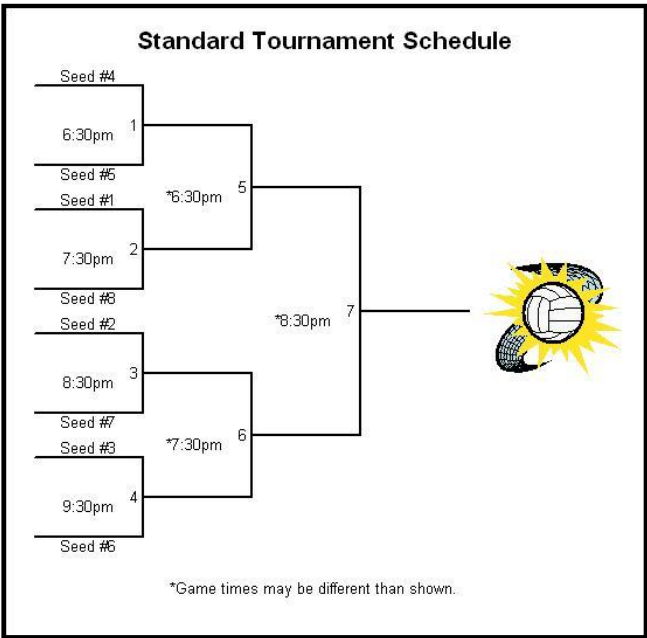
- 3) A player may play on **ONLY ONE** Indoor team in the City of Tempe. Managers are encouraged to fill all spots in their rosters as no changes will be allowed after the **5th week**. All managers and the league supervisor may challenge the eligibility of any player. Protest on eligibility must be made by managers prior to the end of the game.

Uniforms:	No uniform or matching shirts are required (Shirts <u>must</u> be worn).
Awards:	1st and 2nd place teams during league play will receive shirts or another award. (8 awards will be given per 8 player co-recreational team. Additional shirts may be purchased).
Tied League Standing:	If 2, 3 or more teams are tied at the end of a round robin the team who has defeated the other(s) will take the higher position. In case of 3 or more teams who have split (A beat B, B beat C, C beat A, or A and B split 2 games). The winner will be determined by the team that has won the most games involving the matches of the 3 teams that are tied. If there is still a tie, total points scored between the tied teams will be used to break tie.
Insurance:	The City of Tempe does NOT carry insurance to cover individuals getting injured during City of Tempe play.

**Post-Season
Tournament:**

A single elimination tournament will be played at the conclusion of the round-robin schedule. The draw will be made according to the final league standings.

Sample tournament bracket:



**Registration
Procedures:**

Registration will be accepted at the Kiwanis Recreation Center located at 6111 S. All America Way. Dates for acceptance of registrations will be published on the KRC website and in the City of Tempe's Tempe Opportunities Brochure.

**Pre-Registration
Guidelines:**

In-City Teams*, (those that have a minimum of 75% Tempe residents on their roster) will be able to register 3-5 days before non-resident teams.

Registration will be on a “first come, first serve” basis. No individual registration will be taken. Only team registrations will be accepted.

75% Tempe Residents

<p><u>*In-City Teams</u> have 75% of their team's roster composed of residents of the City of Tempe.</p> <p>(Business addresses are NOT acceptable.)</p> <p><u>No sponsorship requirements in this category.</u></p>	<p><u>In City Teams - 75% Chart:</u></p> <table><tr><td>Total Players</td><td>=</td><td># of Residents</td></tr><tr><td>12</td><td>=</td><td>9</td></tr><tr><td>11</td><td>=</td><td>8</td></tr><tr><td>10</td><td>=</td><td>8</td></tr><tr><td>9</td><td>=</td><td>7</td></tr><tr><td>8</td><td>=</td><td>6</td></tr><tr><td>7</td><td>=</td><td>5</td></tr><tr><td>6</td><td>=</td><td>5</td></tr></table>	Total Players	=	# of Residents	12	=	9	11	=	8	10	=	8	9	=	7	8	=	6	7	=	5	6	=	5
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Rosters and Registrations will be randomly checked and should any team be found entering under an incorrect classification, their team will be suspended from further league play and their entry fee will be forfeited.

*** NOTE: The Recreation Division reserves the right to screen all registered teams to insure appropriate ability levels. If found in an inappropriate ability level. The team will be placed in the correct level if space is available. If the league is full the team will be wait listed and a refund will be issued.

RULES AND REGULATIONS

1. Rules—The U.S.A. Volleyball Rules will govern all play with the exception of local rules.
2. Scoring:
 - a) Match—a total of three (3) games will be played each night and all 3 games will be counted in the standings. (** Exception: Tournament matches will consist of 2 out of 3 games to 25 unless time limitation rules are invoked - see below).
 - b) A game—a game shall be won by the team that has scored 25 points and is at least two (2) points ahead. A maximum of 27 points will be played in one game. If a game is tied at 26 all, the next point scored will decide the game.
 - c) 1 point will be given for each game won.
 - d) A 50-minute time limit will be in effect for each match. This is dependent upon the time remaining, and is at the referee's discretion.
 - d1) **3rd Game**: In the 3rd and final game of the evening, all of those games will be played to 15 instead of 25. Teams must win by 2 with a maximum of 21 points being played in the 3rd game. During round 1 of tournament play, the same rules will apply for the 3rd game.
 - d2) During the final day of the tournament, if there is a 3rd game in the championship match it will NOT be subject to time limit. Those games will be allowed to play to 25.

Definition of Rally Points: Rally points are awarded on each service.

If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are:

If the serving team wins the rally, it scores a point and continues to serve.

If the receiving team wins the rally, it scores a point and gains the right to serve.

The intent of this rule change is to speed up play. If at the end of one hour of play a team has still not won the third game of the match as described above, then the team leading (or the team to score the next point if the game is tied) will be declared the winner.

3. Forfeit Time: **Game time is forfeit time**—for 1st game in match.
10 minutes past game time—forfeit for 2nd game in match.
20 minutes past game time—forfeit for 3rd game in match.
The Gym Supervisor's watch is **OFFICIAL**.

Two (2) "**No Show**" (forfeits) and a team will be dropped from the league and not allowed to register for the next league.

4. Number of Players: Six Player Co-recreational: Teams will consist of six (6) players. Games may be played with four (4) or (5) players. A minimum of four (4) players are required at the start and at the finish of a match.
5. Composition of Teams:
 - a) Six Player Co-recreational teams will consist of (3) men and (3) women.
 - b) Teams can play with (4) men/women and (2) men/women with the permission of the opposing team.
 - c) Six Player Co-rec. teams must have at least two (2) men and two (2) women on the court at all times
6. Player additions: Players may be added to the lineup as they arrive.
7. Playing the Ball: Each team is entitled to a maximum of three hits to return the ball to the opponents.
8. Competitive: At least one woman must hit the ball before returning the ball over the net in each series of volleys (with 3 hits) except when the ball is hit only two times on a side in all instances.
8. Change of Serve: The team that receives the ball for service shall rotate one position clockwise before serving.
 - a) The team that receives the first serve of the match **must rotate one position clockwise** when it becomes their turn to serve. If a team does not rotate, it will be loss of serve and point to opposing team.

The team that receives the ball for service shall rotate one position clockwise before serving.
10. Spiking/Services: After the ball has been correctly hit, the service or the attack becomes a fault (unless there is a position fault) if the ball: touches the antenna or other external object. The ball may touch the net while crossing it.
11. Line-up: The serving order and positions on the court at service shall be an alternation of male and female or vice-versa.
12. Substitution: two options for substitution. Prior to the beginning of the match teams must state option that will be used and continue it throughout the conclusion of the match.
 - a) unlimited substitution (going in for the SAME person).
 - b) add rotating players into a single predetermined position on the court (i.e., 7 person team rotations).
13. Attack Line: When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
14. Coin Toss: The referee shall conduct a coin toss with the captains of the teams to determine the choice of serve or playing areas. Teams shall change playing areas at the end of each game of the same match.
15. Rest Period: Between games of a match—shall be two (2) minutes.
16. Time Outs: Time out shall not exceed 30 seconds. A team is allowed one time out each game without penalty (excluding the 3rd game). Each time out in excess of one taken by or charged to a team shall be penalized by side-out or one point awarded depending on which team has possession of the ball.
17. End of Match: At the end of each match, team captains will be required to sign the scoresheet.

18. Conduct:

- a) Unsportsmanlike—when an opponent is about to play or in the act of playing the ball, players shall not stamp their feet or shout at him.
- b) Derogatory Remarks and Acts—the referee shall have the power to warn and/or eject a player, substitute, coach or manager who commits, in the referee's opinion, any of the following gross violations of sportsmanship:
 - 1) persistently addresses the officials in regard to decisions;
 - 2) makes derogatory remarks about or to the officials;
 - 3) commits acts derogatory to the officials or tending to influence their decisions, or to deceive them;
 - 4) makes personal and derogatory remarks about or to opponents.
- c) Delaying the Game—a player, substitute, coach or manager shall not commit any act which, in the opinion of the referee, tends to slow down the game unnecessarily. When the referee indicates readiness to play by blowing his/her whistle, the server shall not delay but shall then immediately initiate the serve.
- d) Communication—all communications between the official and teams must come through the team captain.

19. Alcoholic Beverages: No alcoholic beverages or glass bottles will be allowed in or around the volleyball area.

20. Ejected Player: Any player ejected from a game will automatically be suspended for his team's NEXT GAME or his next two games or longer depending on the violation. The Gym Supervisor and Sports Coordinator will determine the suspension time. The coach will be notified in writing the grounds for suspension and suspension time. A suspended player who plays a game(s) during his suspension time shall cause his team to forfeit those games. Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season.

21. Protests: Protests will be taken care of at the time that they happen. The Referee and Gym Supervisor will attempt to solve the situation. Only rule interpretation will be justifiable for protest and not a referee's decision on a call. If a team protests it must be made by the team captain or manager before the next serve. In case the protest is not decided at the time, the team making the protest must write it up in proper form (according to U.S.V.B.A. rules) and submit it to the League Director by 5:00 p.m. of the next working day. A \$20.00 protest fee must accompany the protest. A Protest Committee made up of the Recreation Sports Coordinator, Supervisor and League Director will review the protest and refund the \$20.00 ONLY IF IT IS UPHOLD. This includes protest against a team using an ineligible player.

22. Evaluations: Please send in writing any recommendation and/or suggestions to:

Kiwanis Recreation Center
6111 South All America Way, Tempe, AZ 85283
FOR FURTHER INFORMATION ON RULES OF LEAGUE PLAY,
CONTACT Carrie Reither 480-350-5717 or carrie_reither@tempe.gov